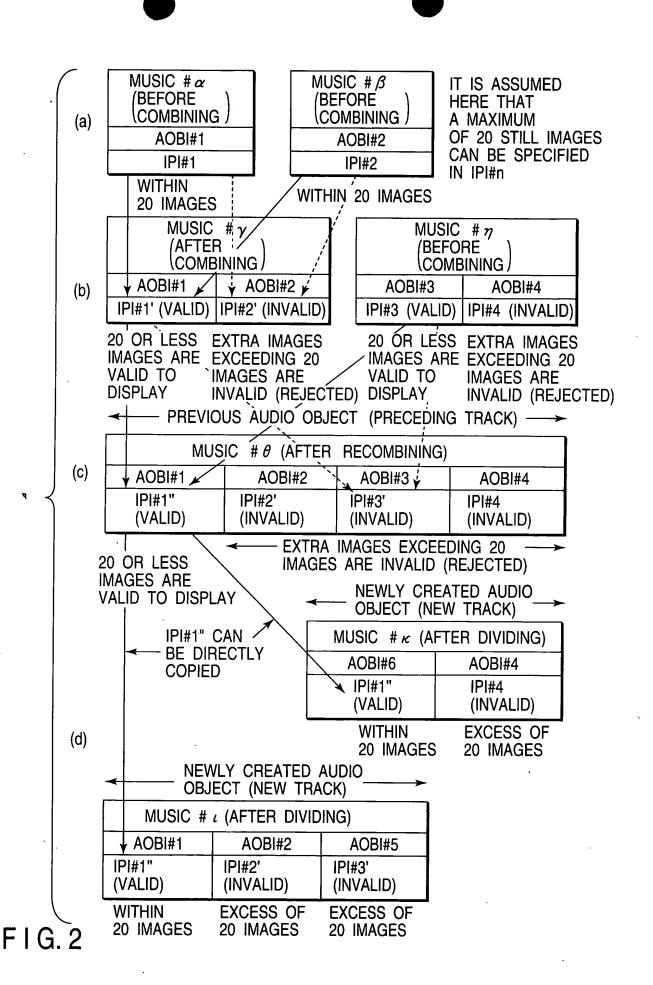
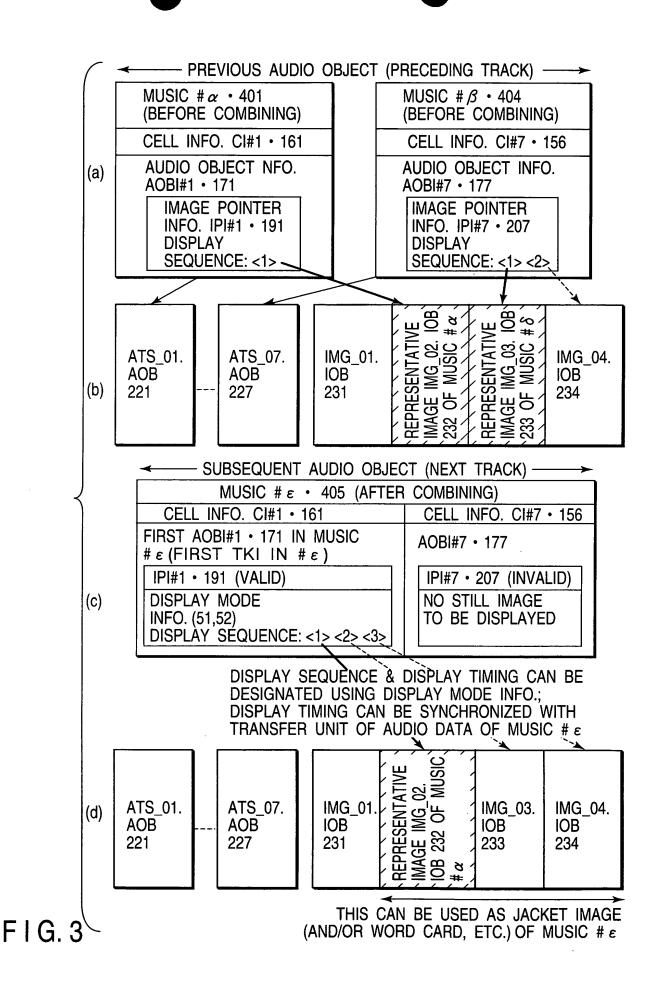


F I G. 1





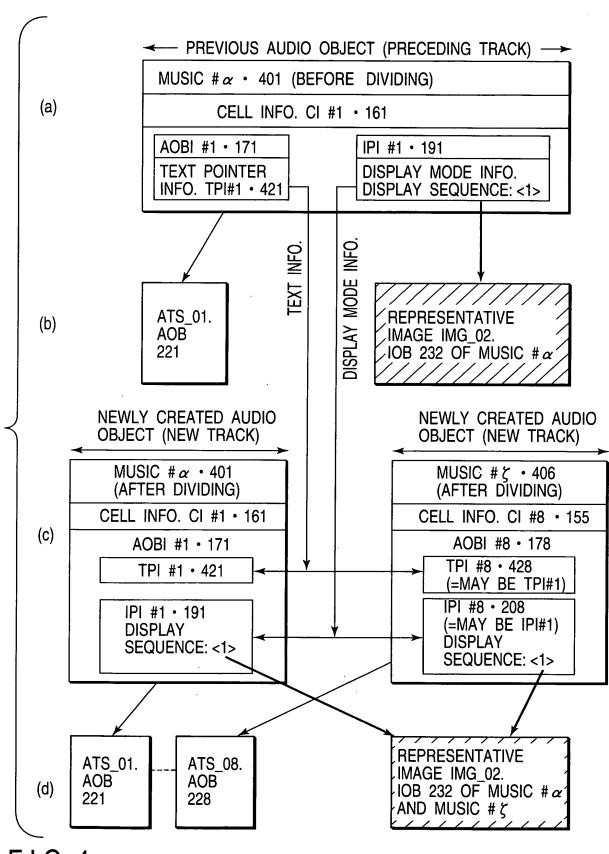
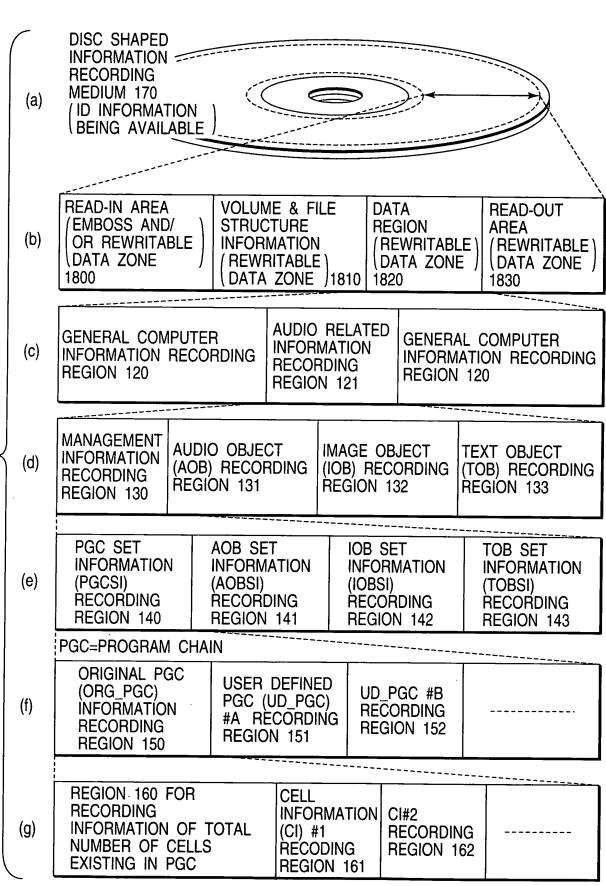
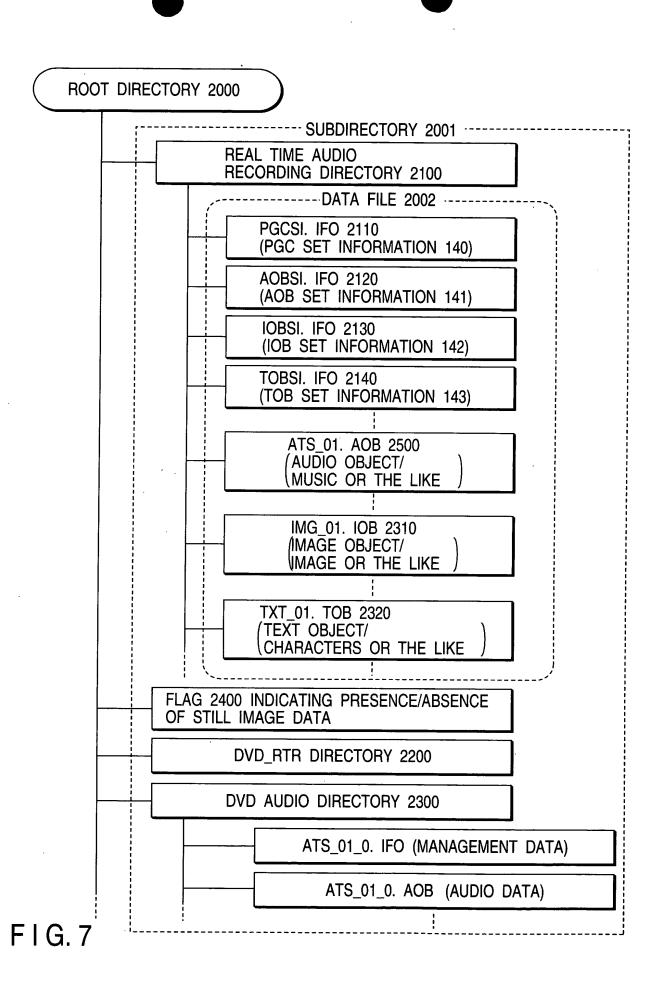
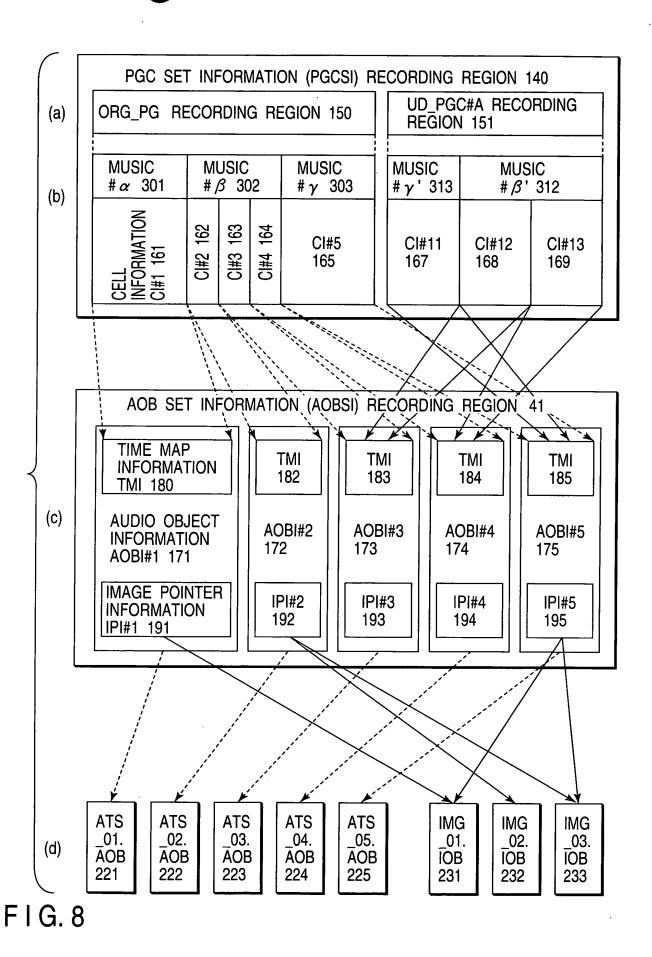


FIG. 4

	. .										
1	AUDIO CARD (MEMORY CARD) 100 WITH COPY PROTECT FUNCTION										
	(a)	CARD INTERNAL CONTROL PROGRAM RELATED TO AUTHENTICATION/KE EXCHANGE & I/O PROCESSING					ING CARD SPECII ID & KEY INFORMATION RECORDING REGION (RAN 103			DATA RECORDING	
		FILE									
	(b)	BOOT INFORMATION REGION 110		ALLOCATI TABLE (FA RECORDII	ALLOCATION I		RNAL	ECTORY INFORMA ^T G REGION		DATA REGION 113	
								1			
	(c)	GENERAL COMPUTER INFORMATION RECORDING REGION 120			INFO RECO	O REI RMATI DRDIN ON 12	G	GENERAL COMPUTER INFORMATION RECORDING REGION 120			
	(d)	MANAGEMENT INFORMATION RECORDING REGION 130 AUDIO OBJEC (AOB) RECOR REGION 131			RDING (IOB)		3) REC			TEXT OBJECT (TOB) RECORDING REGION 133	
	(e)	PGC SET INFORMA (PGCSI) RECORDI REGION	INFORM (AOBSI) RECOR	INFORMATION IN (AOBSI) (I RECORDING R		IOB SET INFORMATION (IOBSI) RECORDING REGION 142		TOB SET INFORMATION (TOBSI) RECORDING REGION 143			
		PGC=PROGRAM CHAIN									
	(f)	ORIGINA (ORG_PO INFORMA RECORD REGION	GC) ATION DING	PGC #A RE	(UD_P	DEFINED UD_PGC) CORDING N 151		UD_PGC #B RECORDING REGION 152			
	(g)	REGION 160 FOR RECORDING INFORMATION OF TOTAL NUMBER OF CELLS EXISTING IN PGC			(CI)	ORMA ⁻	g	CI#2 RECORDII REGION 1			







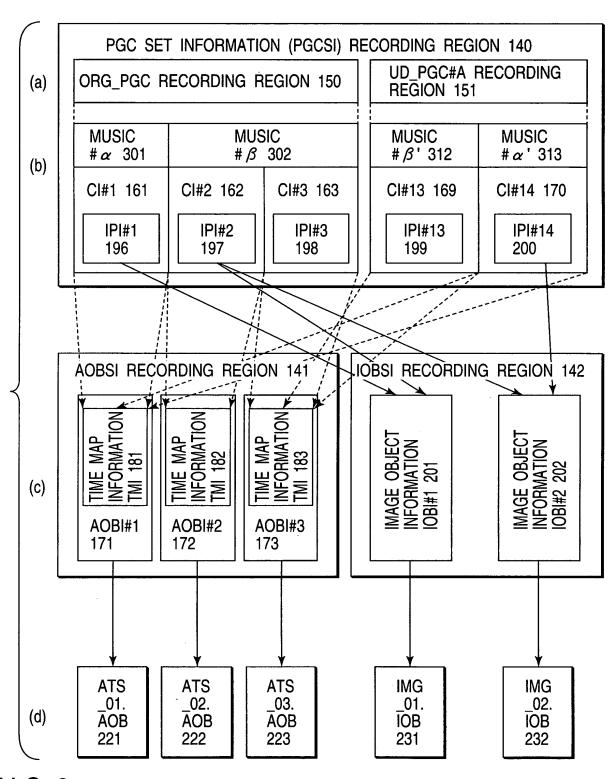
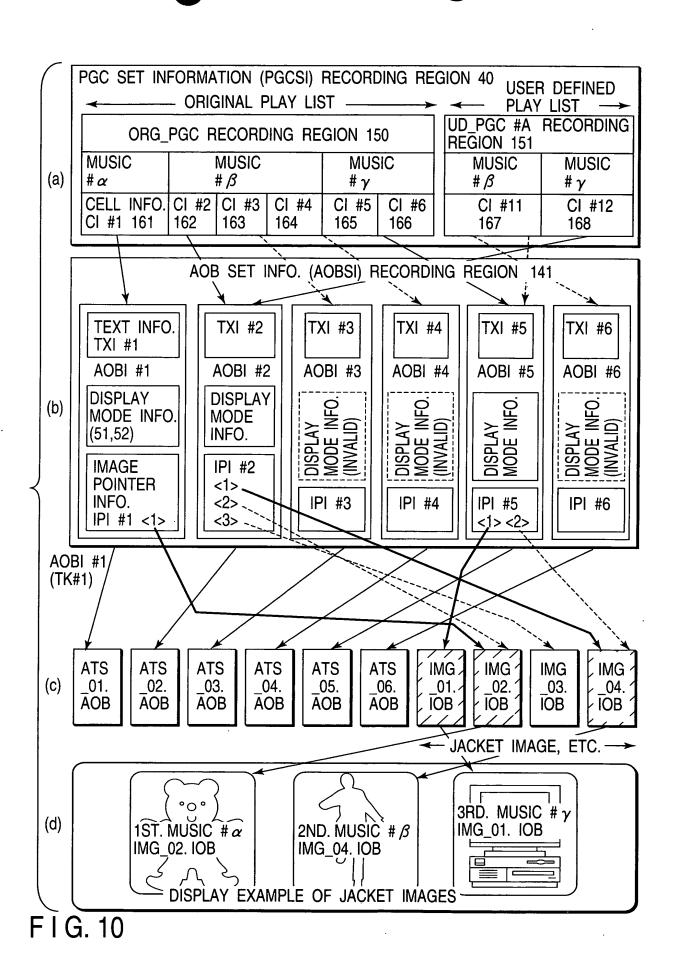
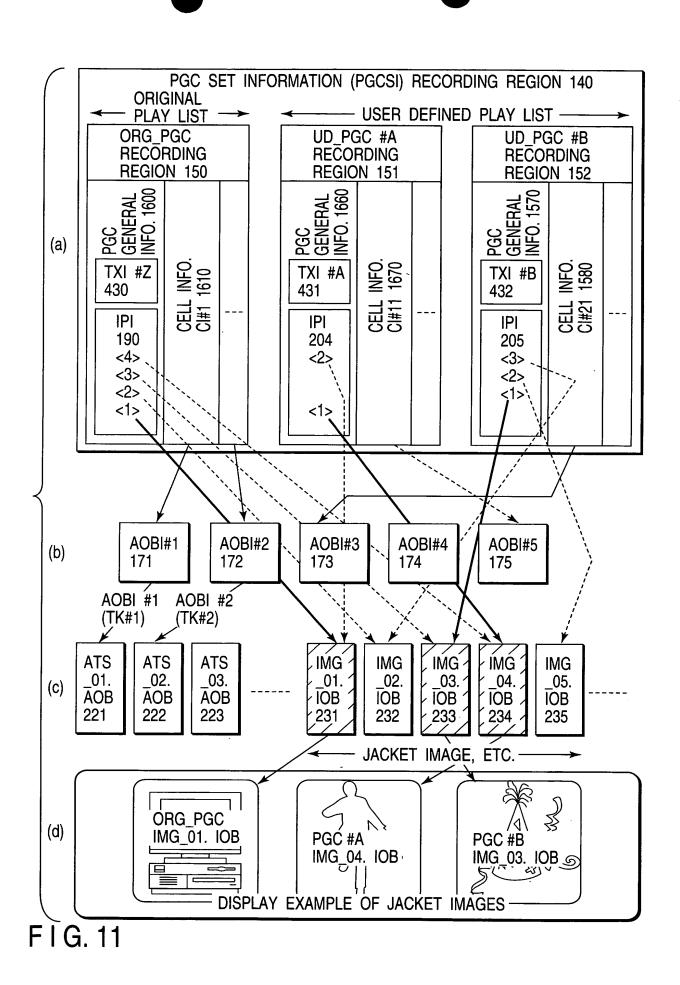
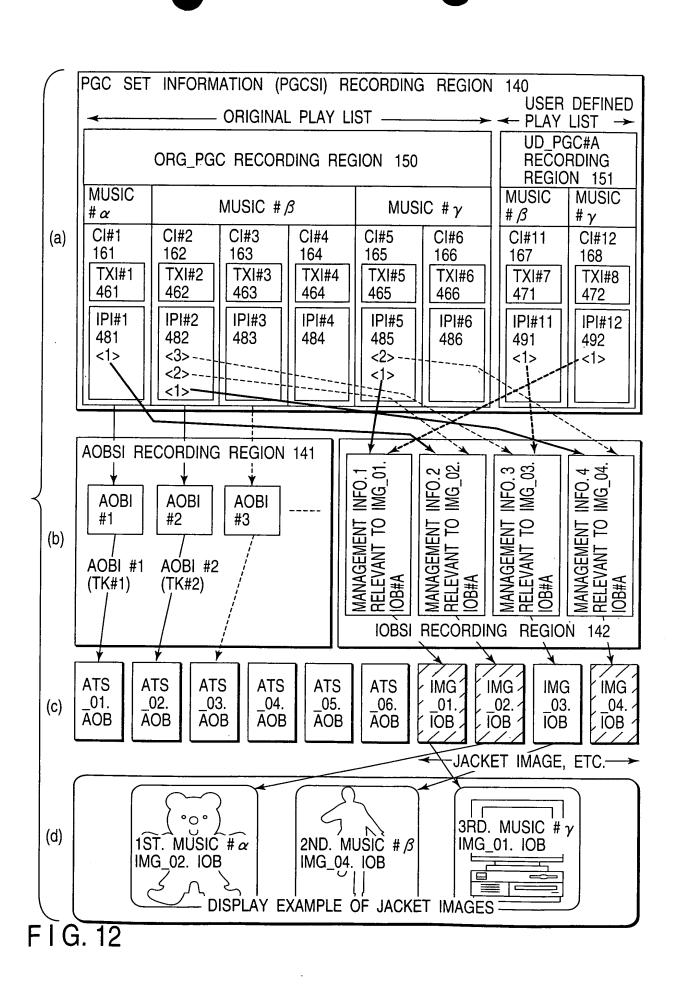


FIG. 9







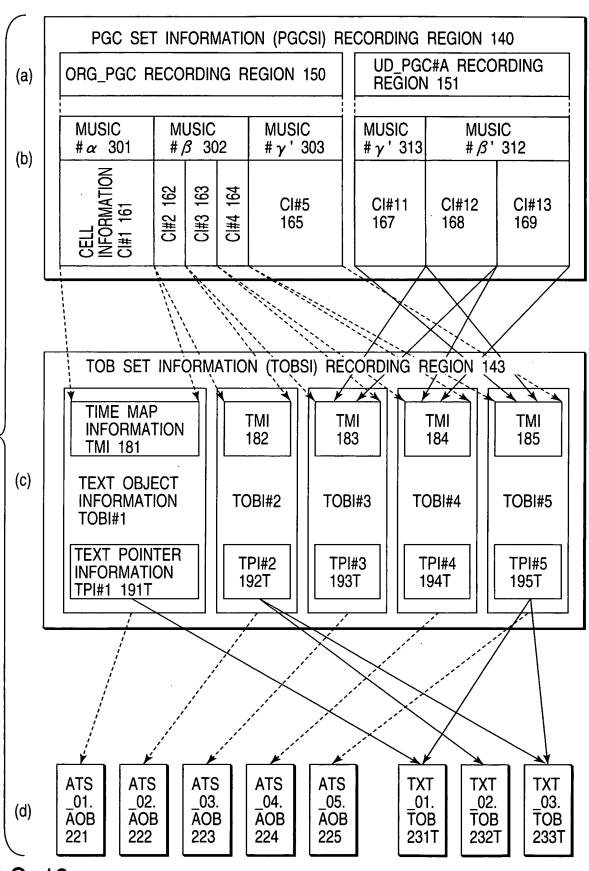


FIG. 13

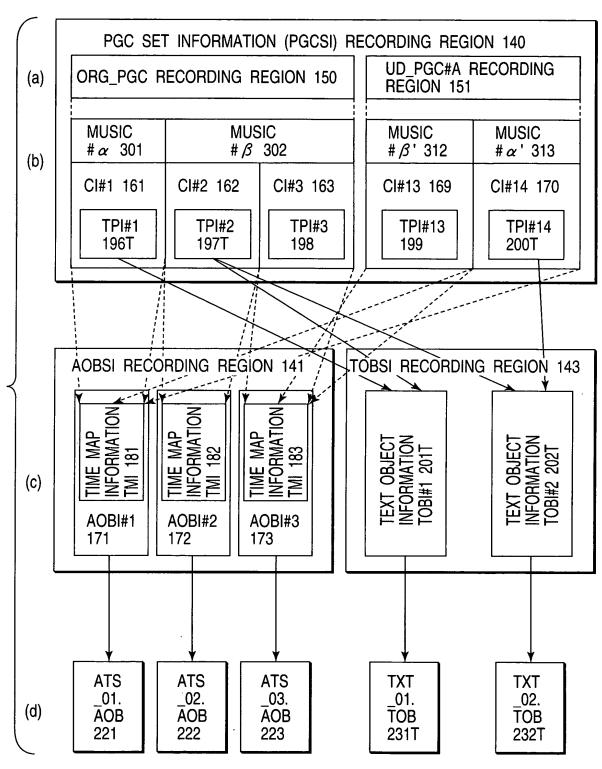


FIG. 14

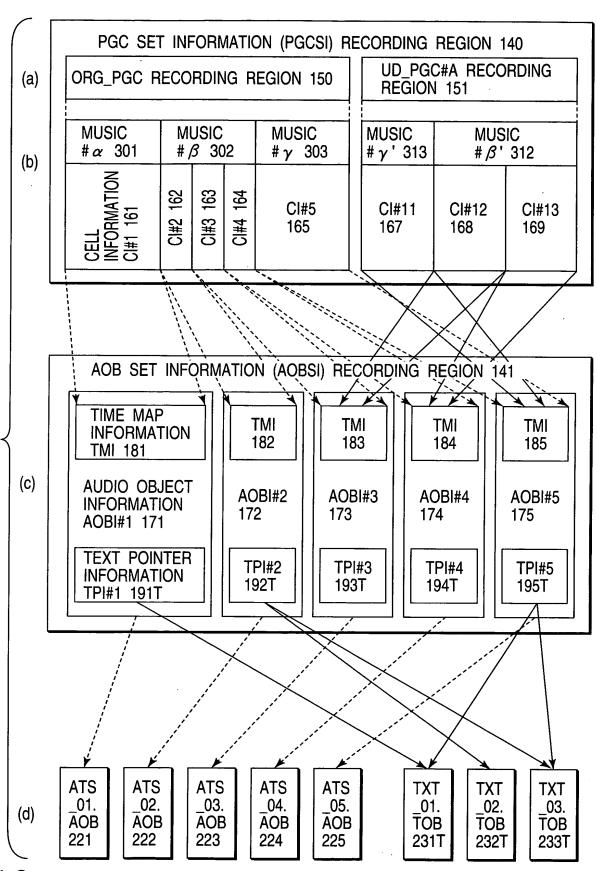
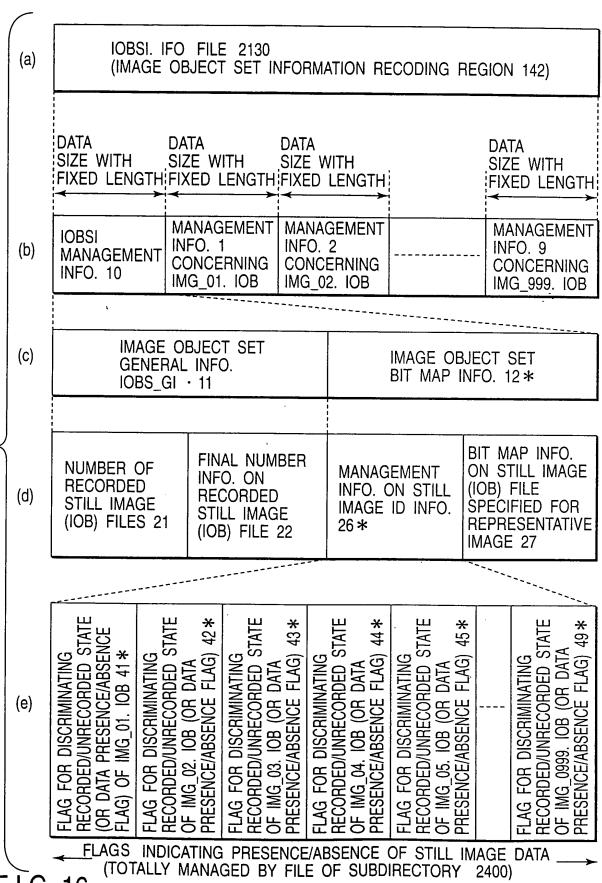
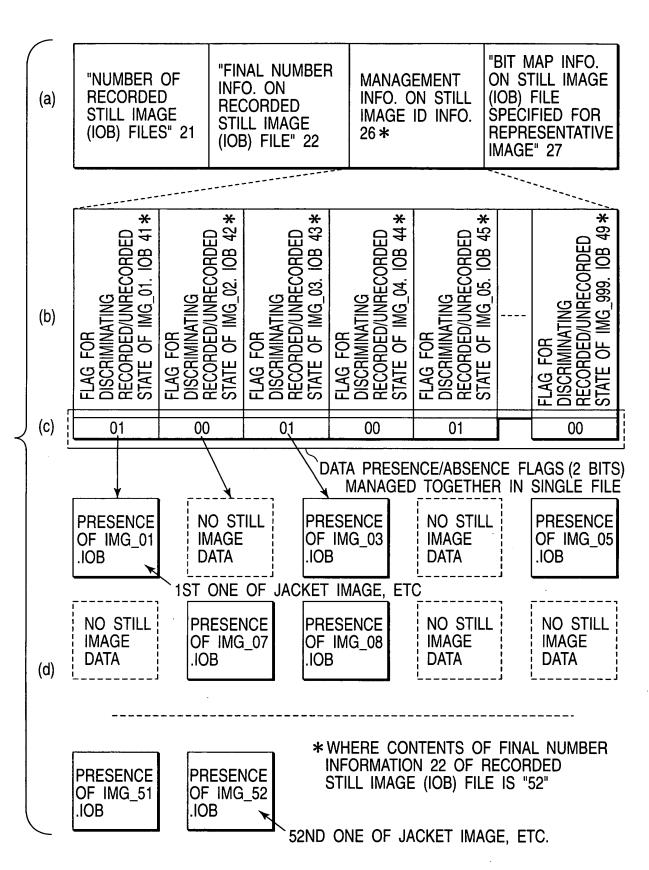


FIG. 15



F I G. 16



F I G. 17

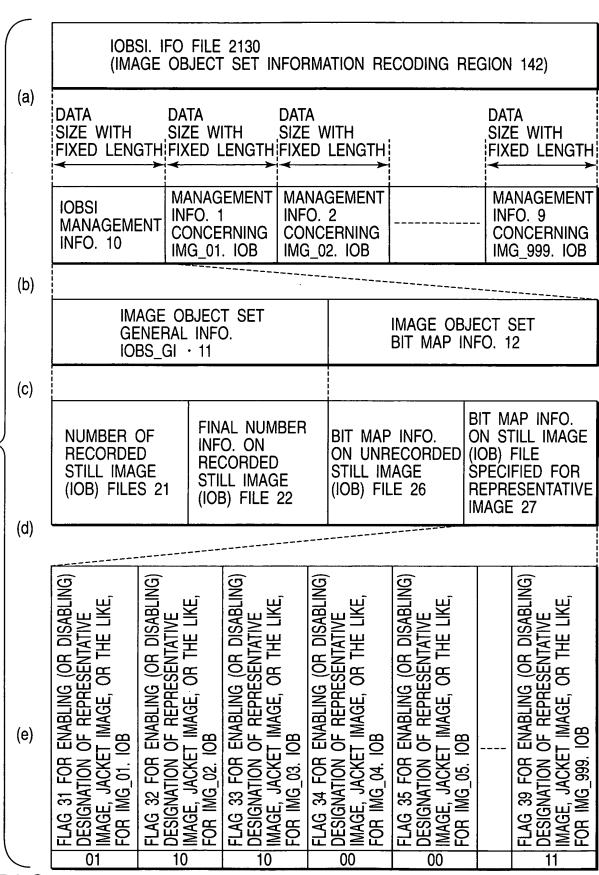


FIG. 18

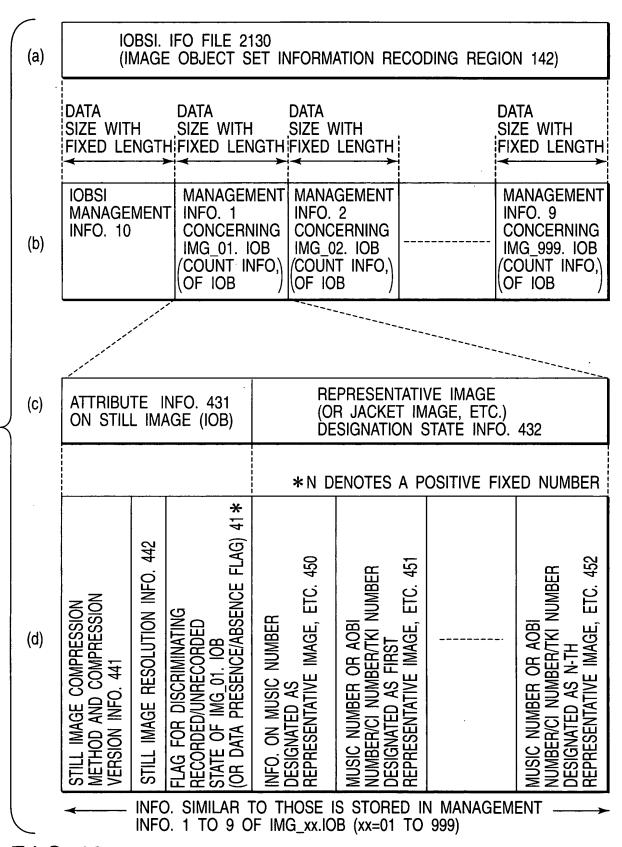
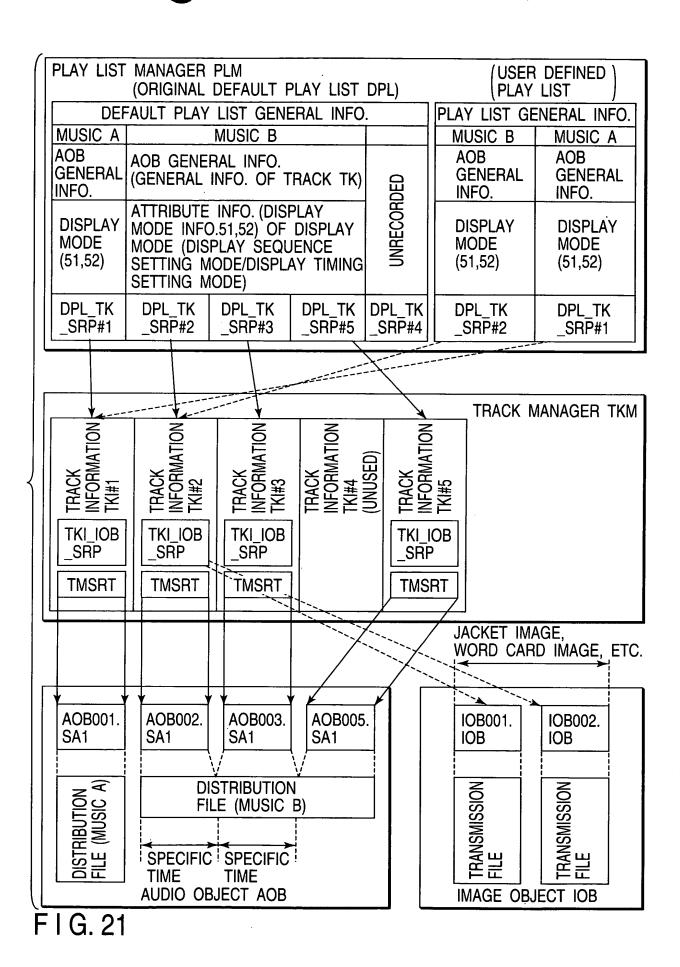


FIG. 19

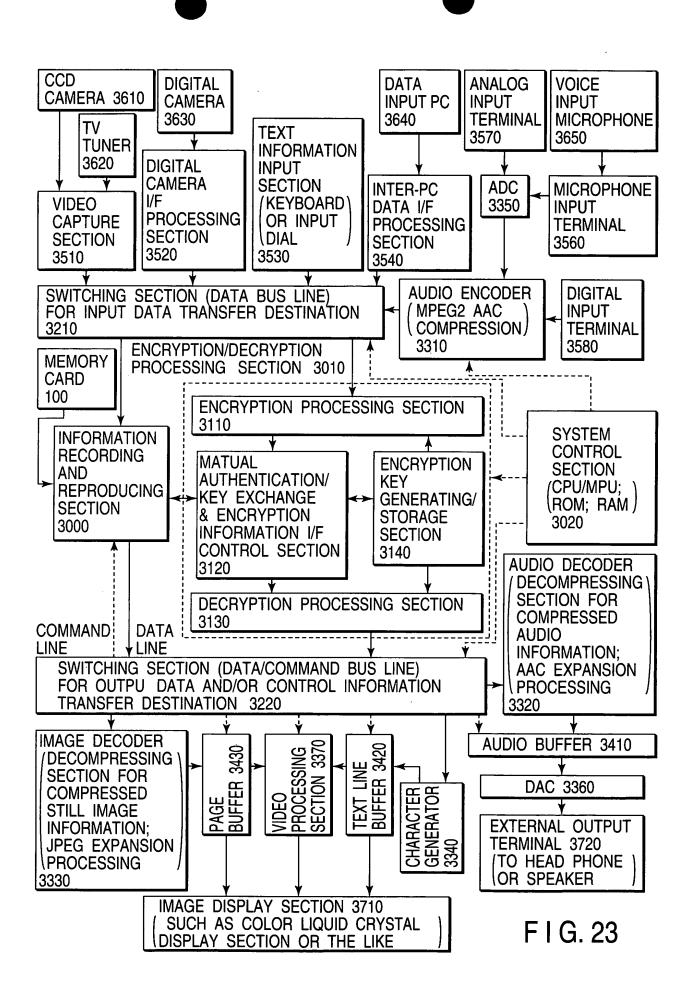
1										
	(a)	IMAGE POINTER INFO. (IPI) 40 IN AOBI (TKI) AT HEAD OF MUSIC NUMBER								
	(b)	DISPLAY MODE ON STILL IMAG OF MUSIC NUN PGCs, OR PLAY		DISPLAY MODE INFO. 47 ON STILL IMAGE IN UNITS OF MUSIC NUMBERS, PGCs, OR PLAY LISTS						
		· 						 		
		DISPLAY MOD	ED S,	GE MAY		IMAGE SIC MAY				
$\left\{ \right.$	(c)	STILL IMAGE DISPLAY SEQUENCE SET MODE INFO. 51	STILL IMAGE DISPLAY TIMING SET MODE INFO 52	à D.	F STILL IMAGES DISPLAYED OF MUSIC NUMBERS, PGCs, ISTS 60	/ED STILL IMAGE DS OF MUSIC MAY		ED STILL OF MU		
		DESIGNATION OF DISPLAY METHOD (SEQUENTIAL, RANDOM, SHUFFLE, BROWSE, ETC.)	LAY METHOD DISPLAY TIMING UENTIAL, SYNCHRONIZED OM, WITH BOUNDARIES FFLE, OF AUDIO FRAMES			INFO. ON 1ST DISPLAYED (TEXT SUCH AS WORDS C BE CONTAINED) 61		INFO. ON M-TH DISPLAYE (TEXT SUCH AS WORDS BE CONTAINED) 69		
	*M DENOTES A POSITIVE FIXED									
	(d)	FLAG 71 FOR DES REPRESENTATIVE IMAGE, ETC., IN U NUMBERS, PGCs,	DIS	TILL IMAGE FILE NUMBER OF M-TH SPLAYED STILL IMAGE IN MUSIC JMBER, IN PGC, OR IN PLAY LISTS						
-										

F I G. 20



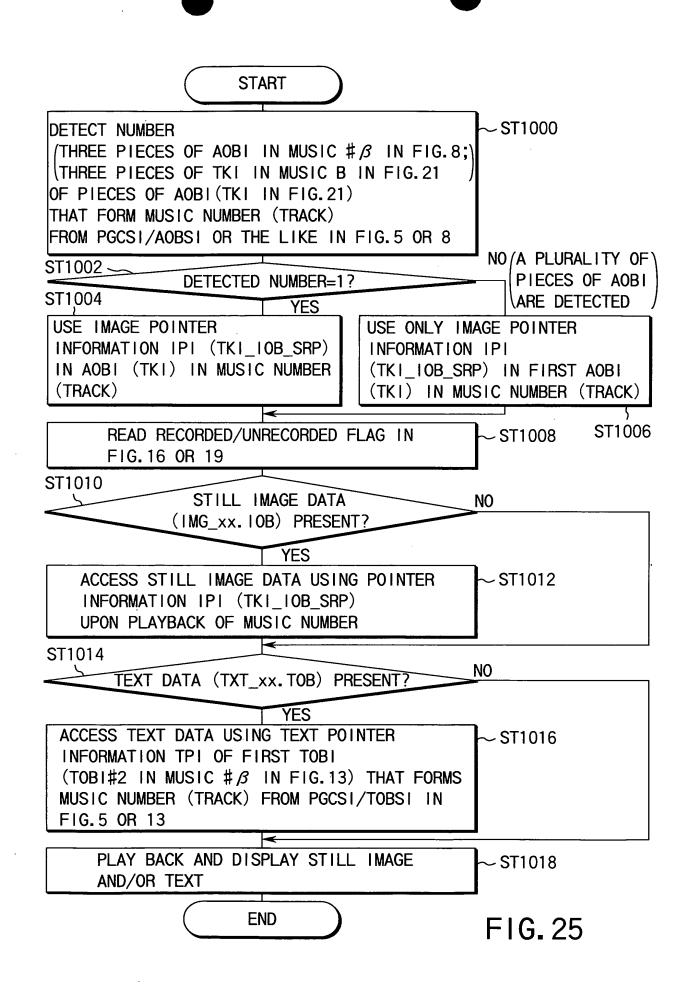
(a)	AUDIO OBJECT (AOB) FILE 2500 (ATS_01. AOB OR THE LIKE)								
(b)	AUDIO OBJECT UNIT AOBU 2510	AOBU 2520						AOBU 2530	
(c)	AUDIO FRAME (AOB FRAME) 2610	F	OB RAME 620	E			FF	AOB FRAME 2630	
(d)	ADTS HEADER 2710 FIXED HEADER 2720 (INCLUDING AOB) HEADER SYNCHRONIZING) 2730	COMPRESSED (ACC) AUDIO INFORMATION RECORDING REGION 2740							
(e)	NON-ENCRYPTING REGION 2810		ENCRYPTING UNIT #b		ENCRYPTING UNIT #d			REGION 'g'	

F I G. 22



START MUTUAL AUTHENTICATION PROCESSING BETWEEN MEDIUM AND DEVICE (MEDIUM ID AND DEVICE ID CHECK) <ST10> GENERATE COMMON ENCRYPTION KEY (DECRYPTION KEY) BETWEEN MEDIUM AND DEVICE (BASED ON RANDOM NUMBER), AND STORE GENERATED KEY <ST12> ENCRYPTION PROCESSING FOR AUDIO (VOICE) AND/OR IMAGE INFORMATION BY COMMON ENCRYPTION KEY <ST14> DURING RECORDING > PROCESSING FOR TRANSFERRING ENCRYPTED AUDIO/IMAGE INFORMATION TO MEDIUM DURING REPRODUCING > PROCESSING FOR TRANSFERRING ENCRYPTED AUDIO/IMAGE INFORMATION TO DEVICE <ST16> DECRYPTION PROCESSING FOR AUDIO/IMAGE NFORMATION USING COMMON ENCRYPTION KEY INFORMATION <\$T18> **END**

F I G. 24



ST2012

START -ST2000 GENERATE NEW MUSIC (TRACK) $\sharp \alpha$ HAVING AOBI (TKI) #1 AND NEW MUSIC (TRACK) #2 HAVING AOBI (TKI) #8 BY DIVIDING MUSIC $\#\alpha$ HAVING AOBI (TKI) #1 IN FIG. 4 ST2002 DOES IMAGE POINTER INFORMATION IPI#1 CONTAINED NO. IN MUSIC # a BEFORE DIVIDE PROCESS CONTAIN DESCRIPTION OF DISPLAY MODE INFORMATION (51, 52) ST2004 YES TRANSPLANT (COPY) DISPLAY MODE INFORMATION OF IMAGE POINTER INFORMATION IPI#1 CONTAINED IN MUSIC # a BEFORE DIVIDE PROCESS TO NEW MUSIC $\#\alpha$ AND MUSIC # & GENERATED BY DIVIDE PROCESS ST2006 DOES MUSIC # BEFORE NO DIVIDE PROCESS CONTAIN DESCRIPTION OF TEXT POINTER INFORMATION ST2008 TP1? YES TRANSPLANT (COPY) TEXT POINTER INFORMATION TPI#1 CONTAINED IN MUSIC $\#\alpha$ BEFORE DIVIDE PROCESS TO NEW MUSIC $\#\alpha$ AND MUSIC $\#\zeta$ GENERATED BY DIVIDE PROCESS ST2010 SET TRANSPLANTED (COPIED) DISPLAY MODE INFORMATION AND/OR TEXT POINTER INFORMATION IN EACH AOBI (TKI) OF NEWLY GENERATED MUSIC $\#\alpha$ AND MUSIC $\#\zeta$ SUCH INFORMATION MAY BY SET NOT ONLY IN AOBI HAVING DISPLAY-VALID IPI BUT ALSO IN AOBI INCLUDING AOBI HAVING DISPLAY-INVALID IPI PLAY BACK AND DISPLAY STILL IMAGE AND/OR TEXT (THAT CAN INCLUDE JACKET IMAGE, WORD CARD, ETC.) WHILE SWITCHING THEM ON THE BASIS OF ALL PIECES OF TRANSPLANTED (COPIED) INFORMATION (INCLUDING DISPLAY MODE INFORMATION AND/OR TEXT INFORMATION)

END

FIG. 26

ST3000 **START**

GENERATE MUSIC #γ BY COMBINING MUSIC (TRACK) #α HAVING AOBI (TKI) #1 AND MUSIC (TRACK) # B HAVING AOBI (TKI) #2 /IN THIS CASE, IN EXAMPLE IN FIG.1. TWO PIECES OF STILL IMAGE INFORMATION IMG_03. IOB AND IMG_04. IOB OF MUSIC # ARE MERGED WITH TWO PIECES OF STILL IMAGE INFORMATION IMG 01. IOB AND IMG_02. IOB SO THAT MUSIC \sharp_{γ} HAS FOUR PIECES OF IMAGE INFORMATION IMG_01. IOB TO IMG_04. IOB

USE DISPLAY MODE INFORMATION (51,52 IN FIG. 20) IN IMAGE POINTER INFORMATION IPI OF AOBI #1 OF MUSIC # α TO BE DISPLAYED FIRST IN COMBINED MUSIC (TRACK) \sharp_{γ} , AS DISPLAY MODE INFORMATION OF COMBINED MUSIC # 7

ST3004 ST3002 DOES DISPLAY MODE

INFORMATION USED INCLUDE DESCRIPTION OF DISPLAY

SEQUENCE SET MODE INFORMATION

(51 IN FIG. 20)? ST3006 YES

DETERMINE DISPLAY METHOD (SEQUENTIAL, RANDOM, SHUFFLE, BROWSE, ETC.) OF STILL IMAGE (IMG_xx. IOB) OF MUSIC \sharp_{γ} IN ACCORDANCE WITH CONTENTS OF DISPLAY SEQUENCE SET MODE INFORMATION

ST3008

DOES DISPLAY MODE

INFORMATION USED INCLUDE DESCRIPTION OF

DISPLAY TIMING SET MODE INFORMATION

ST3010

(52 IN FIG. 20)?

YFS

DETERMINE DISPLAY TIMING

DISPLAY SWITCHING TIMING OF STILL IMAGE IS SYNCHRONIZED WITH BOUNDARY BETWEEN AUDIO FRAMES OF MUSIC #2 TO BE PLAYED BACK, DISPLAY OF STILL IMAGES IS SWITCHED AT GIVEN TIME \ INTERVALS USING TIMER. ETC.

OF STILL IMAGE (IMG_xx.10B) OF MUSIC #γ IN ACCORDANCE WITH CONTENTS OF DISPLAY TIMING SET MODE INFORMATION

PLAY BACK AND DISPLAY STILL IMAGES

THAT CAN INCLUDE TEXT INFORMATION SUCH AS WORDS OR THE LIKE AS NEEDED

WHILE SWITCHING THEM BY DETERMINED DISPLAY METHOD (DISPLAY ORDER) AND/OR AT DETERMINED DISPLAY TIMING UPON PLAYBACK OF MUSIC # \gamma

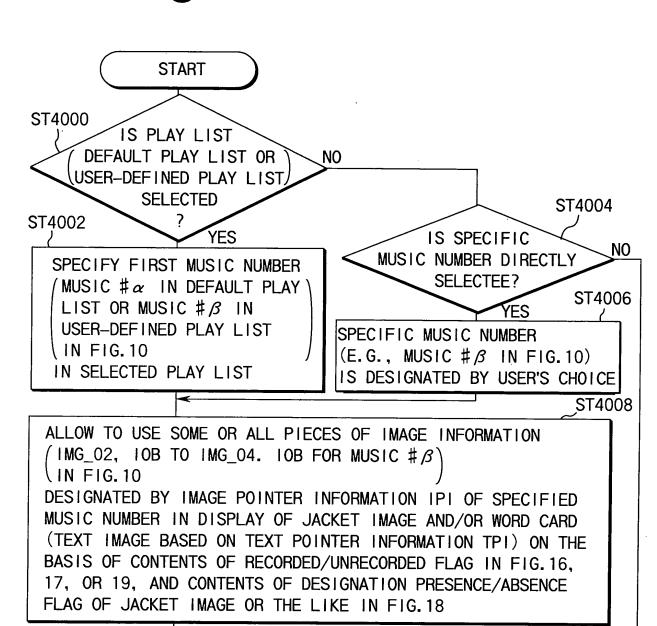
ST3012

END

FIG. 27

NO

NO



DISPLAY IMAGE INFORMATION ALLOWED TO USE

(IMG_02, IOB TO IMG_04. IOB FOR MUSIC # \$\beta\$)

IN FIG. 10

IN ACCORDANCE WITH DISPLAY METHOD (E.G., SEQUENTIAL)

DESIGNATED BY DISPLAY SEQUENCE SET MODE INFORMATION 51

CONTAINED IN DISPLAY MODE INFORMATION IN FIG. 10 OR 20,

AND DISPLAY TIMING

(E.G., IN UNITS OF PREDETERMINED NUMBER OF AUDIO FRAMES)

DESIGNATED BY DISPLAY TIMING SET MODE INFORMATION 52

INCLUDED IN DISPLAY MODE INFORMATION, UPON PLAYBACK OF

SELECTED MUSIC NUMBER (MUSIC # \$\beta\$ IN FIG. 10)

ST4010

END

FIG. 28